

AN APPARATUS AND METHOD OF PLAYING A GAME**Abstract**

A method of playing a game that includes the steps of providing a plurality of categories, selecting a category from the plurality of categories and communicating the categories to one or more teams of two or more players. Other steps include two or more of the players of one or more of the teams recording one or more responses to the category and ranking the one or more responses in an order, comparing the ranked responses between two or more of the players on the one or more teams, and determining a point total for each team based at least in part on the comparison of the ranked responses. Another step includes taking an action based at least in part on the point total.